

MELEE

EQUIPMENT CARDS

VERSION 1.1

CARD DESIGN BY MALECHI
ART BY KWANCHAI (used with permission) AND MALECHI
Exclusively available on Board Game Geek 2010

Melee Equipment Cards is a card-based add-on inspired by Kwanchai's reworking of the *Metagaming Microgame #3 Melee*. Kwanchai kindly gave me permission to use much of his art for these cards. If you have not downloaded the **Melee** print and play file (do it now*), this add-on will prove to be quite useless without it. Technically, this add-on is, in and of itself, completely and absolutely unnecessary to play **Melee** ...

This PDF includes 32 miniature cards showing all the equipment available for the **Melee** base game and includes an optional card back.

PRINTING THIS ADD-ON:

- This PDF has been designed to be printed on either **Letter** or **A4** sized card stock.
- You should ideally print 2 sets of cards, one set for each combatant.
- **DO NOT RESIZE WHEN PRINTING.**
- The cards were designed to fit American Mini Card Sleeves, as these are the smallest card sleeves I am aware of at 41 x 63 MM.
- If you plan on printing just the card faces, crop marks have been added to assist cutting the cards.
- If you plan on printing the cards as double sided, ignore the crop marks on the card faces pages and use the light grey lines on the card backs as the cutting guide.

OPTIONAL RULES FOR USE OF CARDS:

Use only a single deck of **Melee Equipment Cards**. Before creating your characters, give both players a **Thrown Rock** card. Shuffle the remaining 30 cards and deal out all the cards, 15 cards to each player. These are the only equipment you may choose for your character.

HOW TO READ THE CARDS:

CARD NAME/ WEAPON TYPE

SPEAR



2-Handed Icon
Weapon Requires
2 hands to use.

May Throw Icon
Weapon may be thrown.

Damage Icon

Represents the damage done by the Weapon. Each symbol allows one die to be rolled and the modifier that is then added to that result.

Strength Required Icon

Represents the minimum Strength required to use this Weapon when your character is created.

CARD NAME/ ARMOR TYPE

PLATE ARMOR



Per Attack Icon
Represents the number of hits that the Armor takes for you.

Adjusted Dexterity Icon
Represents the modifier to the character's Dexterity when wearing the Armor.

M A Icon

Represents the base movement allowance of your character when wearing that Armor.

* Download Kwanchai's Melee File from Board Game Geek at:

<http://www.boardgamegeek.com/filepage/50323>

DAGGER



May Throw

1d6 +2 in HtH Combat



-1

STRENGTH REQUIRED

MAIN-GAUCHE



-4 DEX if used as 2nd weapon



-1

STRENGTH REQUIRED

RAPIER



CLUB



May Throw

HAMMER



May Throw



+1

STRENGTH REQUIRED

CUTLASS



-2

STRENGTH REQUIRED

SHORT SWORD



-1

STRENGTH REQUIRED

MACE



May Throw



-1

STRENGTH REQUIRED

SMALL AXE



May Throw



+2

STRENGTH REQUIRED

BROADSWORD



-1

STRENGTH REQUIRED

MORNINGSTAR



+1

STRENGTH REQUIRED

2-HANDED SWORD



2-Handed



-1

STRENGTH REQUIRED

BATTLE AXE



2-Handed



-1

STRENGTH REQUIRED

THROWN ROCK



You can always pick up a rock!



-4

STRENGTH REQUIRED

THROWN ROCK



You can always pick up a rock!



-4

STRENGTH REQUIRED

SLING



-2

STRENGTH REQUIRED

SHORT BOW



2-Handed

2 Shots/Turn if adjDEX ≥ 15



HORSE BOW



2-Handed

2 Shots/Turn if adjDEX ≥ 16



LONG BOW



2-Handed

2 Shots/Turn if adjDEX ≥ 18



LIGHT CROSSBOW



2-Handed

Fires Every Other Turn or every turn if adjDEX ≥ 14



HEAVY CROSSBOW



2-Handed

Fires Every Other Turn or every turn if adjDEX ≥ 16



JAVELIN



May Throw



SPEAR



2-Handed

May Throw



HALBERD



2-Handed



PIKE AXE



2-Handed



NO ARMOR



LEATHER ARMOR



CHAIN MAIL



PLATE ARMOR



SMALL SHIELD



LARGE SHIELD



MAIN-GAUCHE PARRY





A GAME OF MAN-TO-MAN COMBAT



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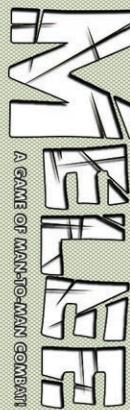
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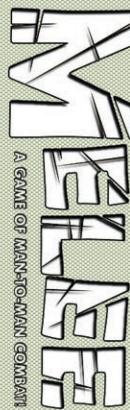
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